What Is Claimed Is:

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1.   A speech generating device in a game device, comprising:

a plurality of phrase databases for storing a plurality of phrases respectively, corresponding to a plurality of predetermined conditions respectively;

a processing section for monitoring the state of progress of a game, selecting one or more of said plurality of phrase databases, which matches monitored condition, and selecting and outputting one or more data of said plurality of phrases from said selected phrase databases on the basis of a predetermined procedure; and

a speech output device for receiving said phrase data from said processing section, converting said phrase data to an audio signal and outputting speech on the basis of said audio signal.

2.   A speech generating device in a game device according to claim 1, wherein said processing section randomly selects one of said plurality of phrase data.

3.   A speech generating device in a game device according to claim 1, wherein said phrase databases include commands for suspending phrase generation such that no phrase is generated, and in the event of one of said commands for suspending phrase generation, said processing section suspends output of said phrase data to said speech output device.

4.   A speech generating device in a game device according to claim 1, wherein said phrase databases include blank commands which provide an interval between adjacent phrases, and in the event of one of said blank commands, said processing section causes said speech output device to provide a period where output is suspended, corresponding to said blank command.

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5.   A speech generating device in a game device according to claim 1, wherein said phrase databases include wild cards where a specific phrase is not determined in advance, and in the event of one of said wild cards, said processing section determines a specific phrase for said wild card on the basis of the state of progress of the game, and outputs this phrase data to said speech output device.

6.   A speech generating device in a game device according to claim 1, wherein at least one of said plurality of phrase databases comprise a first phrase database and a second phrase database related to this first phrase database, and said first phrase database includes jump commands, and in the event of one of said jump commands, said processing section refers to said second phrase database designated by said jump command, selecting phrase data included in said second phrase database on the basis of a predetermined procedure.

7.   A speech generating device in a game device according to claim 1, wherein at least one of said plurality of phrase databases comprise a first phrase database and a plurality of second phrase databases related to said first phrase database, and said first phrase database includes condition switching commands, and in the event of one of said condition switching commands, said processing section compares the state of progress of the game with said conditions, refers to the database of said plurality of second phrase databases which matches said state, and selects phrase data included in said second phrase database on the basis of a predetermined procedure.

8.   A speech generating device in a game device according to claim 1, further comprising at least one of alternative phrase databases having different contents to said plurality of phrase databases, wherein said processing section selects and outputs phrases data corresponding to said conditions from said alternative

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phrase databases, instead of from said phrase databases, in predetermined cases.

9. A speech generating device in a game device according to claim 8, wherein said processing section selects phrases from said alternative phrase databases in accordance with selections made by a player.

10. A speech generating device in a game device according to claim 8, wherein said processing section selects phrase data from said alternative phrase database in the event of said selected phrase data including a database switching instruction.

11. A speech generating device in a game device according to claim 8, wherein at least a language of said phrase databases is different from a language of said alternative phrase databases.

12. A speech generating device in a game device according to claim 8, wherein at least a size of said phrase databases is the same as that of said alternative phrase databases.

13. A speech generating device in a game device, comprising:

a phrase database for storing a plurality of phrases, corresponding respectively to a plurality of predetermined conditions;

a processing section for monitoring a state of progress of a game, and selecting and outputting corresponding phrase data from said phrase database upon occurrence of predetermined conditions;

a speech output device for receiving said phrase data from said processing section, converting said phrase data to an audio signal and outputting speech on the basis of said audio signal; and

alternative phrase database including different contents to said phrase database,

wherein said processing section selects and outputs phrase data corresponding to said condition from said alternative phrase database, instead of from said phrase database, in predetermined cases.

14. A speech generating device in a game device according to claim 13, wherein said processing section selects phrase data from said alternative phrase database in accordance with selections made by a player.

15. A speech generating device in a game device according to claim 13, wherein said processing section selects phrase data from said alternative phrase database in the event of said selected phrase data including a database switching instruction.

16. A speech generating device in a game device according to claim 13, wherein at least a language of said phrase database is different from a language of said alternative phrase database.

17. A speech generating device in a game device according to claim 13, wherein at least a size of said phrase database is the same as that of said alternative phrase database.

18. A medium whereon programs for causing a computer to function as a processing section and speech output device according to any of claims 1 to 17 are stored.

19. A speech generating method in a game device comprising:

a phrase data selecting step for monitoring a state of progress of a game and, in the event of predetermined conditions arising, selecting and outputting corresponding phrase data from a plurality of databases wherein a plurality of phrases corresponding respectively to a plurality of predetermined conditions are stored; and

a speech outputting step for receiving said phrase data outputted, converting said phrase data to an audio signal and outputting speech on the basis of said audio signal.

20.   A speech generating method in a game device according to claim 19, further comprising an alternative phrase data selecting step for selecting and outputting phrase data corresponding to the conditions from alternative phrase databases, which have different contents to said phrase databases, instead of from said phrase databases, in predetermined cases.

21.   A speech generating method in a game device according to claim 20, wherein said alternative phrase data selecting step selects phrase data from said alternative phrase databases in accordance with selections made by a player.

22.   A speech generating method in a game device according to claim 20, wherein said alternative phrase data selecting step selects phrase data from said alternative phrase databases when the phrase data from said selected phrase database includes a switching signal.